

May 1998  
Vol 5 No 5

Phoenix  
OS/2  
Society

# extended attributes

The magazine of the OS/2 community

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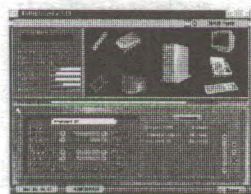
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## extended attributes

*extended attributes* is the award winning monthly magazine of the Phoenix OS/2 Society, Inc.

This issue of *extended attributes* was produced using OS/2, DeScribe 5.0, Lotus Word Pro, FrameMaker 5.1.1, Enhanced Editor 6.03, TrueSpectra Photo>Graphics, and Impos/2. Camera ready images were printed on an IBM Lexmark 4039 10R laser printer

at 600 dpi. Printing was done by Adcraft Printing, Inc, Phoenix, AZ.

Deadline for article submissions is the 5th of the month prior to issue. Send articles to [editor@possi.org](mailto:editor@possi.org) or the Society's mailing address. Email reviews to Craig Greenwood ([reviews@possi.org](mailto:reviews@possi.org)). Email SIG news to Ernie Fisch (see next page).

For change of address, send an email to [editor@possi.org](mailto:editor@possi.org) or mail the form in the center of the magazine to the Phoenix OS/2 Society, Inc. *extended attributes* is mailed at bulk rate—the US Post Office will not forward!

Approximate circulation of this issue: 650.

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# comment Intergalactic issues

by Bill Schindler, Editor-in-chief

As I write this, I'm in the final throes of picking the three issues of extended attributes that will be entered in the Intergalactic User Group Competition.

Intergalactic is an annual user group affair that happens every year in New York City. Intergalactic is primarily a chance for user group officers to get together and share ideas. It also sponsors the only international competition amongst user groups.

In past years, the Society has taken a few runner-up and first place awards in the magazine/newsletter category. Last year we missed out on entering because of an administrative error on the part of the Intergalactic folks.

This year, for the first time, we're competing in the "large" category. That's an amazing achievement all on its own: an OS/2-only user group is competing in the large user group category!

## This issue

For this issue, and probably the next one, we don't have a theme. Instead, we're catching up on the "straggler" reviews and taking a little time out to plan some upcoming blockbuster themes.

However, that doesn't mean we're lacking in content!

This month, we're introducing the first of a series of technical articles by John Wubbel. These articles will offer more depth for the "techie" in the group. However, I expect that even our "just a user" members will find some tidbits of useful—and understandable—information in these articles.

Also, this month Esther Schindler begins redefining her column. As a professional computer industry writer, Esther has to balance what she does for free here with what she does for pay at *Sm@rt Reseller*. You

can expect to see her column evolve over the next few months.

You may have noticed that this issue is a little smaller than prior issues. We've lost a couple advertisers, so I had to compensate by reducing the page count.

## Helping out

Speaking of advertising, we're looking for someone to take at least part of the load from our advertising manager, Frank Pizzo. If you'd like to help out in contacting potential advertisers, send me an email at [editor@possi.org](mailto:editor@possi.org). This is definitely something you can do from just about anywhere in the world!

Also, if you'd like to help program chair Esther Schindler round up speakers for upcoming meetings, send her an email at [esther@bitranch.com](mailto:esther@bitranch.com) and ask her how you can help.

Finally, thanks to all of you who are helping in various ways. You guys are great! ☺

## Phoenix OS/2 Society, Inc

The Phoenix OS/2 Society, Inc (POSSI) is an organization of computer users with an interest in IBM's OS/2 operating system.

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# on the bitstream The entrepreneurial spirit

by Esther Schindler

I've come full circle.

I began in this profession by writing reviews for my computer user group newsletter. Gradually, I expanded into how-to articles. By the time opportunity knocked on the door, back in 1992 (in the form of a *Computer Shopper* editor looking for a qualified author for "Using User Groups for Tech Support"), I had plenty of samples to show off. Before long, I was earning most of my living by writing reviews and other technical articles, almost exclusively about OS/2.

That was, and is, a great success story. However, my success as a freelance writer made it difficult to continue writing reviews for the user group. If nothing else, it was stupid to review a product for free, when a magazine editor was perfectly willing to pay me for the same work.

As a result, my user group column became my experimentation ground. I taught myself to conduct interviews. I honed my ability as an industry pundit. And then I began to be paid for *those* kind of articles, too.

What's left? What can I write about that I *don't* get paid for?

As Technology Editor, I write about technologies that resellers can build a business around. The savvy reader will note that, while that mission gives me a lot of breadth, it does *not* include games.

So, I'm back to writing reviews. Karma is weird, isn't it?

## Fun and games

The first thing you should know is that I'm not a game player. My idea of a computer game is something to poke at while listening to the "music on Hold." I'm apt to choose Solitaire, or any game that doesn't require a personal commitment; I don't care if I exit the game without finishing.

That's not completely because I object to games. True, I bore easily with shoot 'em up games, and other than an awe at the special effects in *Doom* and *Quake*, they left me cold.

But the real reason I avoid such pastimes is that I'm so obsessive that I tend to lose myself in a game. Fifteen years ago, I rushed home from work each day for a solid week, because I had to solve the mystery inherent in Infocom's *Infidel*.

(My co-workers laughed at me, saying, "You spend all day staring at the computer screen, while you write Fortran programs. And you want to rush home to look at another screen?" I replied by asking, "What did you do last night? Watch TV? That's not a screen, huh?")

At some point, it occurred to me that if I was going to be obsessive, I should obsess about things that were likely to bring in money.

As a result, I approach all games with some degree of trepidation.

## Stardock's Entrepreneur

I installed Stardock's *Entrepreneur* early one evening. After learning the game's basic rules, I said aloud, "This is kind of dumb. I'll play it for a couple of minutes, at least, but at heart it's not that great a game."

The next thing I knew, it was 2:30am.

So much for first impressions.

If you remember the old board game, *Risk*, you have a good start on the idea behind *Entrepreneur*. As in *Risk*, the world is carved up into sections; your intention is to own all of

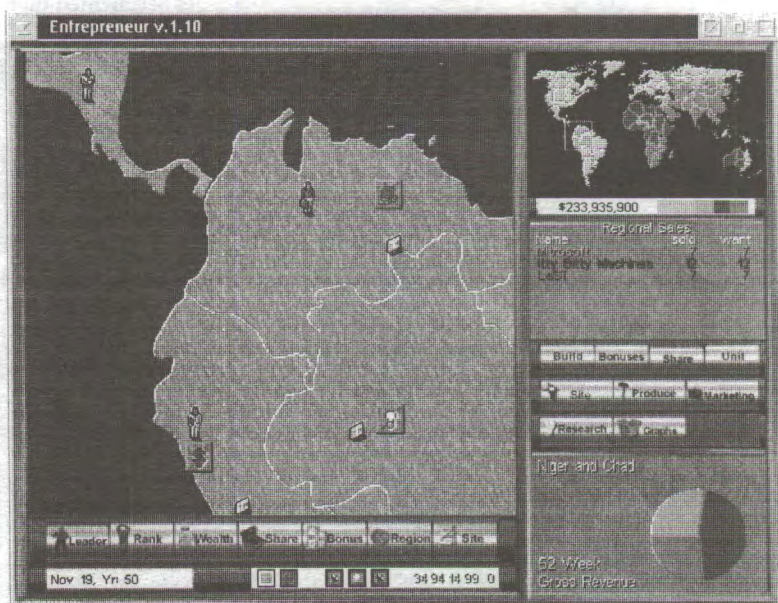
them. Unlike *Risk*, however, you don't achieve your goal by fighting with the other players. You're a business entrepreneur, trying to take over the world by dominating the economy with your computer company.

When you start, you decide what kind of company to run. Your company can focus its attentions on marketing, engineering, or manufacturing. It gets performance bonuses for those activities, so that, say, an engineering company is more productive at enhancing technology than is a manufacturing company.

You start out with a couple of million dollars and one business site, based in a garage. You hire people and put them to work in a garage. Then you have choices to make: build a sales office, a marketing office, an engineering lab, or a recreation center? (You have to keep up morale, after all.) Or should you simply start investigating other regions of the world?

When each office is complete, you can hire employees and put them to work: the engineers can research product improvements on reliability, manufacturing time, manufacturing cost, aesthetics, or other attributes. Marketing people can start campaigns to advertise those qualities to geographies you've investigated—or they can get

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started on a negative campaign, putting down the competition with fear, uncertainty, and doubt.

Meanwhile, you have to balance your always-limited finances with the costs of production, and the demand for your product. As you expand, you can open up new sites,

background music, but keep the musical alerts.

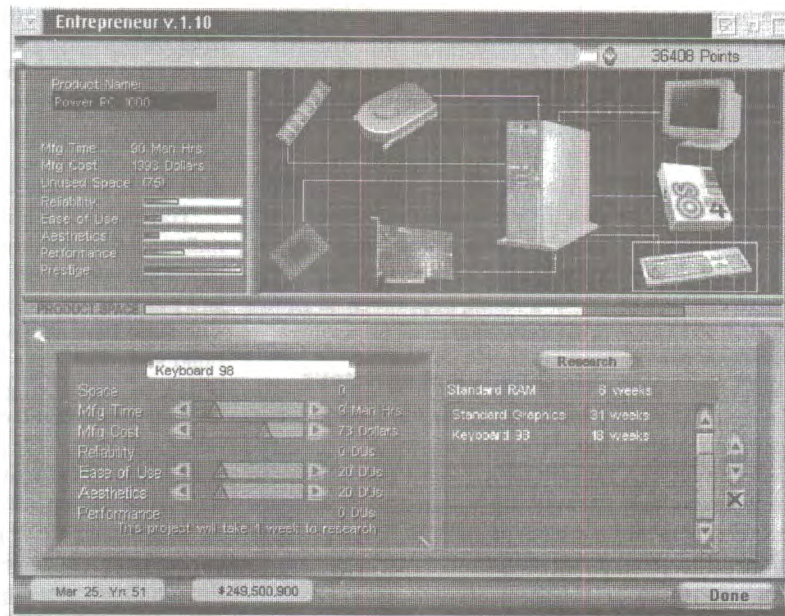
None of these problems, however, kept me from playing *Entrepreneur* until the early hours of the morning.

You can play *Entrepreneur* by yourself, against the computer, or

though, that *Entrepreneur* takes full advantage of OS/2's multitasking; each of the AI companies is active on a parallel timestream to my own.

I played on the Internet too, on one occasion. I admit I was a little lost, since I couldn't figure out how to "talk" with the other players. They were chatting back and forth while my poor Foobar company was battling unsuccessfully to take over Africa, so it was clearly possible. The other players—one of whom said he'd only been playing for three days—literally wiped me off the map.

Since I hung up my freelance writer hat and took a "real job," I've been on a quest to "get a life." I'm sure that I had a life, once, but it's been swapped out for a very long time. And as I relentlessly pursue the goal of learning to take time off, I must conclude that *Entrepreneur* is among the best counter-productivity tools I've come across. ☺



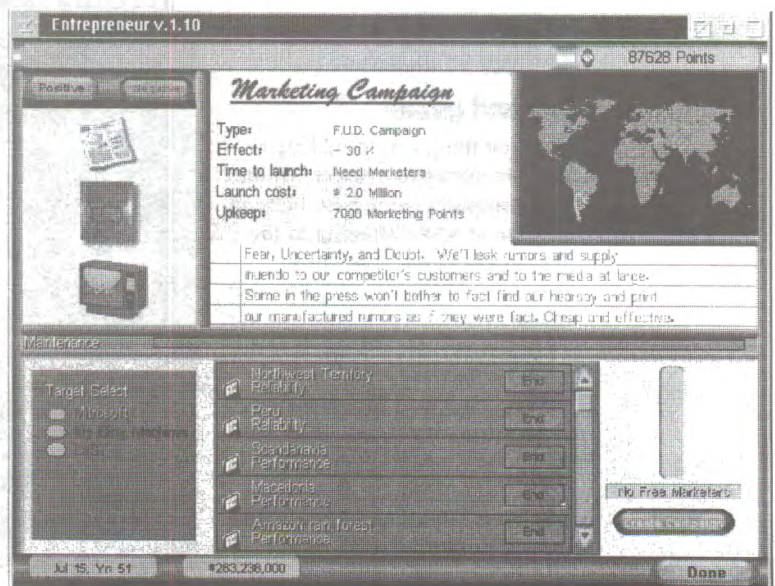
expand the offices you already have, and move your staff from one part of the globe to another. Plus, you have to worry about the competition, which is trying to take over the world just as passionately as you are.

## Game play

It took me a few abortive test games to get the hang of *Entrepreneur*. I don't like games where the purpose is "find out what the rules are;" I'd rather have everything explicitly explained to me ahead of time. Real life has enough surprises, as far as I'm concerned.

On several occasions, I did the wrong thing because I wasn't sure where the appropriate game option was hiding; since game-time continued to pass, I lost ground while I was flailing. It took me a long time to discover how to adjust my company's production. It must have been ten hours of game play before I realized the significance of some of the country's icons. And I never *did* figure out how to turn off the

across the Internet with other live players. In solo play, you're competing with "Artificial Intelligence" players whose skill you determine ahead of time. The Beginner level was hard enough for me, so I never experimented higher. It's clear,





# Lotus Domino R5 broadens support for Java

Lotus Development Corporation announced at JavaOne the availability of the Lotus Domino Toolkit for Java and support for Common Object Request Broker Architecture (CORBA) and Internet Inter-ORB Protocol (IIOP) in Domino R5. Lotus Domino R5 enables Web developers to create sophisticated distributed applications that support virtually any client from Web browsers to network computers. The Lotus Domino Toolkit for Java fully supports the industry's most popular development tools, including IBM's VisualAge for Java, Borland International Inc.'s JBuilder and Symantec Corp.'s Visual Cafe. Through these tools, application developers will be able to access and utilize powerful Domino services, such as messaging, workflow, security, threaded discussions and object storage. Support for these Integrated Development Environment's continues Lotus' commitment to open the Domino application devel-

opment platform to more tools and languages, enabling Java developers to broaden the scope of their applications.

## Domino Toolkit for Java

The Lotus Domino Toolkit for Java currently works with Domino 4.6 and includes VisualAge for Java support from IBM. Java support for other tools including Borland's JBuilder and Symantec's Visual Cafe will be available soon. The Lotus Domino Toolkit for Java includes AgentRunner, a Java tool that enables developers to write, test and debug their Java-based Domino Agents. The toolkit allows developers to create powerful server-side scripts in Domino that exploit the full power of the Java programming environment.

Lotus Domino Toolkit for Java builds on Lotus' strong commitment to Java and broad support for other development environments. Developers can access Domino's

back-end classes through Java, and also through a number of other tools and languages including C, C++, OLE Automation, and Lotus-Script.

## Availability

The Lotus Domino Toolkit for Java will be available by the end of March, free of charge, at [www.lotus.com/developers/lotusdominotj](http://www.lotus.com/developers/lotusdominotj). CORBA/IIOP support will be available in the Lotus Domino R5 server, which is expected to ship in the second half of this year.

Domino 4.6 currently supports Windows NT 3.51, 4.0, Windows 95, NetWare 3.1, 4.11, OS/2 Warp, AIX, HP-UX, Solaris SPARC and Intel, UNIX. Internet protocols supported include POP3, HTTP, IMAP, LDAP, SMTP/MIME, NNTP, and SSL 3.0. ©

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# two warped Swapper . Data

by David Both

I get many questions about OS/2's swapper file, SWAPPER.DAT. This month, therefore, I decided to talk about something of a more technical nature: how swapping works.

## Memory management

The swap file is an important part of OS/2 memory management. It allows OS/2 to overcommit memory. This way, more memory can be used by the OS and application programs than there is RAM is physically present in the computer. Data, measured in *pages*, is swapped out of RAM and onto the disk for storage until it is needed again, when it's swapped back into RAM.

The memory pages stored on disk are located in the swap file, which is usually located in the \OS2\SYSTEM subdirectory on the OS/2 boot drive. The location of this file is specified in the CONFIG.SYS file by the following line. It can be changed if your boot drive is too full to provide sufficient space for the SWAPPER.DAT file to grow.

```
SWAPPATH=C:\OS2\SYSTEM 4096  
5120
```

The SWAPPATH statement in the CONFIG.SYS file determines the initial size of the SWAPPER.DAT file (5 MB in this example) and the amount of disk space to reserve so that the swap file cannot file up the entire disk. It also determines the location of the swap file.

## Swapping strategy

Most people completely misunderstand OS/2's strategy in implementing swapping. As a result, they have certain expectations about how the swap file is supposed to behave, and believe that there is a problem when it doesn't match those expectations.

OS/2 creates SWAPPER.DAT during the kernel initialization. If the swap file previously existed, as is almost always the case, it is erased and recreated. The initial size of the swap file is determined by the second parameter in the SWAPPATH statement, shown above. Its location is determined by the path specified in the SWAPPATH statement.

Preallocating the swap file helps to ensure that the file is contiguous. This is especially important for performance reasons on FAT drives. Preallocation also reduces the amount of time required to move data to the swap file, because the space on the hard drive has already been allocated. Again, this is especially important on FAT partitions, because it can take a great deal of time to allocate disk space. This is a result of the relatively primitive structure of the FAT file system.

## Swap file allocation

Part of the OS/2 swap strategy is to attempt to allocate or deallocate space for SWAPPER.DAT on the hard drive when no other activity is taking place. This helps to ensure that, when additional space needs to be allocated, it doesn't happen at the very time that the data needs to be swapped to the file, thus slowing the actual swapping process.

When RAM is full and existing swap file space is nearly full, the memory management portion of the OS/2 kernel allocates more space on the hard drive for the swap file even though it is not yet needed. The trigger point is when 500 KB or less of free space remains in the swap file. When that point is reached, the memory manager watches the hard drive to determine a time when it is not busy responding to read or write requests. When the drive is not busy, the memory manager allocates more space for the swap file in 1 MB increments.

This strategy prevents the OS from having to allocate disk space at the moment the swap file needs to be used. It also prevents the interruption of other applications which are accessing the disk.

## Swap file deallocation

Deallocation of swap file space is less critical in terms of its impact on the swap process. Deallocation can occur any time, because it's not a prerequisite to enable some other task to be completed. It is also desirable to maintain much of the data in the swap file for a period of time

after the file was closed or the program terminated. This can prevent having to read those same files from the disk if they are needed relatively soon.

Say, for example, that I have just finished a document in a word processor. After I print the document I close the program. I am prone to make mistakes, as are most of us carbon based, humanoid life forms. Because I find the error after the file is closed and the program is terminated, I need to restart the word processing program and reload the document. It does not take very long to do so, because the application and the document were both retained in the swap file.

Dynamic Link Libraries (DLLs) are also retained in the swap file for a considerable period of time. Many DLLs are used by a lot of different components of OS/2 and by many application programs.

For these reasons swap file deallocation does not take place quickly. Many people I have talked to, in my years of supporting OS/2, assumed that the swapper file should shrink as soon as a file was closed or a program terminated. When it did not, they assumed that there was a problem. This is an erroneous assumption.

Let us assume, for the sake of illustration, that several files or programs were closed and that the requisite amount of time has passed for the memory manager to begin the process of deallocating space from the SWAPPER.DAT file. When the disk is not busy, space belonging to the files and programs which have been least recently closed is marked as unused. It is not possible, however, just to whack a chunk off the end of the file. Most of the empty space in the file is scattered throughout the SWAPPER.DAT file rather than being all nice and tidy at the end.

The task of the memory manager now becomes one of moving all of the unused space to the end of the swap file so that it can be deallocated. Over a period of time, while the disk is not busy with productive



tasks, the memory manager moves empty pages to the end of the swap file by moving in-use pages to the empty ones nearer the beginning of the file.

When three conditions are met, the memory manager will deallocate the space.

- The last 1 MB of space in the file must be unused.
- There must be 1.5 MB of total unused space.
- No new pages can be swapped into the file for a specified period of time. This helps to ensure that there will be no immediate need to reallocate space in the swapper file. Why deallocate space which will be needed again soon?

When these conditions are met, the last 1 MB of the SWAPPER.DAT file is deallocated leaving at least 528 KB of empty space available in case additional swapping needs to take place.

Because of the need to meet all of these requirements and the time required to move the data around within the swap file, this process can

take a long time. It does work, though. My swap file can be as large as 55 MB during a typical day. Though I do observe some shrinkage of SWAPPER.DAT during the day, the file usually remains over 40 MB until I quit for the evening. By the next morning, it is back down to 25 MB or so, which is just a little larger than the 20 MB default preallocation size I have specified in CONFIG.SYS.

This is very complex, but a large part of this strategy is to perform operations on the swap file in such a way that they affect the productive tasks as little as possible.

In my next column, I will talk about tuning the swapper file.

### Chicago

No, I don't mean the code name for Windows 95. Chicago is the location of WarpStock 98!

The location for WarpStock 98 has been chosen and announced by the WarpStock Steering Committee, and Chicago is the winner. WarpStock 98 will be held October 16—

18 at three main locations, comprising what planners are calling the "WarpStock Campus." Two are located in the IBM Building, while some of the largest seminars will be held in the Renaissance Hotel which is close by. Check [www.warpstock.org](http://www.warpstock.org) for more information.

### REXX Symposium

The 1998 REXX Symposium will be held in Raleigh, North Carolina. The dates are May 11 through the 13th. Many REXX experts, including Mike Cowlishaw, the author of REXX and NetREXX, will be presenting. I will also be presenting this year; I'll discuss the use of REXX in automating network administrative tasks. I hope to see you there! ☺

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# Why does my application take so long to start?

by John Wubbel

Once an OS/2 application is up and running, you're pretty well assured that it is executing at top speed if it's truly a 32-bit program. But why does it always seem like it takes some programs so long to initialize, before the user can get started using them?

To answer this question, you need to understand the design considerations and decisions that went into creating the program, and the housekeeping chores that must take place prior to arriving at an idle state where end users may proceed. In this article, I'll concentrate on some of the exemplary processes that can take place between:

```
int main ( int argc,
          char **argv)
```

```
And the application's message loop:
while ( WinGetMsg(hab,
                 (PQMSG) &qmsg,
                 (HWND) 0UL, 0, 0) )
    WinDispatchMsg(hab,
                  (PQMSG) &qmsg);
```

The end user may begin working with the application once messages can be dispatched from the application's queue.

The example I use in this article is from a piece of OS/2 pediatric clinical software designed to run on 1993 vintage laptop computers. Back in 1993, typical hard disk space was only 80 to 120 Meg and memory was expensive. The design work was within a framework of limited resources. Rather than explaining, at length, my reasons for choosing to include certain functions during initialization, the following is a list of things that needed to be done to setup the application's run-time internals.

## Step by step

1. Process command line parameters. Log errors to a file or pipe it to a window.
2. Read the application ini file for configuration data.
3. In case the installation environment is not perfect with regard to the libpath, try to prevent failure to start by setting the libpath with `DosSetExtLIBPATH()` call.
4. Initiate an exit list handler.

5. Invoke exception management, and direct user exception handling function to `GPFHandler()`.
6. Get video resolution to determine screen width and height.
7. Get the handle to the anchor block.
8. Load the resource library containing menus, dialogs, etc.
9. Create the application message queue.
10. Register a class to handle the application's memory management component.
11. Register another class that is the client class for the application's primary user interface window.
12. Oh and by the way, log the user onto the system via User Profile Management Services.
13. Check to see if an instance of this program is already running to prevent multiple copies from running simultaneously.
14. Create a standard window for the memory management component.
15. Create a standard window for the client class that is the application's primary user interface.
16. Display our advertisement or logo.
17. Kick start DB2.
18. While DB2 is coming up, display the patient data confidentiality warning to the end user.
19. Wait on the DB2 initialization event semaphore to clear.
20. Configure the application menu system.
21. Initiate patient queuing and tack it onto the menu system.
22. Display the first pull-down menu automatically for the user.
23. Get and dispatch application messages.

The list demonstrates a variety of processes that must run, some of which are very lengthy in terms of time to completion. To optimize the execution, OS/2's architecture allows us to take advantage of things such as threads and timers giving a certain degree of control as a programmer in making sure initialization is efficient. For example, the confidentiality warning may be displayed while DB2 is off initializing

in its own thread. We don't have much control over the amount of time it takes to make the database connection; however we do know for certain that we can't let the end user commence transactions until the DB2 event semaphore clears.

The list of chores does not give you any sense of how much code is actually required in setting up the memory management, guard page fault handlers, or the client class initialization code for the `WM_CREATE` message in the window procedure for the primary user interface. `WM_CREATE` processing can be significant.

The sample code follows the list of events above and is somewhat subtle with respect to its level of complexity. It is always a topic of debate as to whether or not the increase in complexity has actually increased a program's efficiency and minimized the time it takes to initialize. As you implement the design, the idea is to maximize the CPU as much as possible during the startup phase, and test the code inventions for efficiency.

In this program (too long, alas, for inclusion in *extended attributes*—but it can be made available at the POSSI Web site), the class for the memory management and the class for the user interface is registered and created almost simultaneously. Well, you want to carve out a chunk of memory for your application and make sure it is there before you get going, right? And while doing this, both will be running code under the `WM_CREATE` message for their respective window procedures.

Guess what? If you start this way, you can never guarantee which procedure finishes first. Therefore, you have the complexity of coordinating successful completion of these long-running processes. Messages for both these window procedures are dispatched by the application's message queue once the `WM_CREATE` returns.

Even though the standard window for the memory management component is created first, the sec-



ond standard window created for the user interface gets a time slice before the first completes processing of the WM\_CREATE. Therefore, the user interface window procedure does all of its trivial initialization work, starts a timer for the memory management procedure, and returns. The memory management completes its window creation. Then, the interface window procedure processes a WM\_TIMER message and completes the rest of the heavy duty initialization work for the application.

By this time, we know the memory management component has not failed, so the rest of the user interface initialization can do things like request memory allocation from the memory manager, or start other child processes. It is as if the design is an upside down pyramid of

dependencies and each dependency is more important than the last. All functional dependencies must work successfully together in order to complete the initialization phase of the application.

Your decisions in the use of threads, semaphores, and timers make a difference in the application's performance. It is not always obvious which decisions are optimal until you get the code running and experiment with its timing characteristics. Despite the things that may be complex, the simple things sometimes must be given time.

For example, when testing was first conducted on a Thinkpad 300 (that is, an Intel 80386) it took DB2 far longer to initialize then it did for the end user to read the confidentiality warning message. On today's processors, DB2 probably com-

pletes its initialization faster than the 5 or 6 seconds it takes for a user to read the message. So you have to deliberately waste some time, on occasion, or try to squeeze more work in a time space while waiting on a user to do something.

I've created some sample code to give a sense of the type of work necessary to start your applications; write an email message to [editor@possi.org](mailto:editor@possi.org) if you're interested in seeing it, and he'll arrange to make it available. (It's about five pages of code; too long for the magazine, but a quick download.)

The next time you start your favorite word processor and it seems to take forever to get going, remember that there's much more going on than meets the eye. ☺

review

## Exploring IBM Technology and Products

by Marilyn Pizzo

When this book was offered for review at a recent meeting, I heard a few chuckles from the group, mostly comments about IBM strategy. That, in itself, got my curiosity going. What would be said about IBM's computing strategy? What *wouldn't* be said? It would be easy to read this book with a cynical attitude, but as I progressed through it, I found nothing to be cynical about.

*Exploring IBM Technology and Products* is an overview of the products and technologies that have formed the four core computer families of IBM, a foundation of information about IBM's network computing strategy, and information about network computing. The book is somewhat technical, but it's written in such a manner that you don't need to be an engineer to understand what is being discussed. Throughout the book, terms are defined simply and ideas stated logically.

The first section describes network computing and the Internet. It is apparent that IBM has a large spot in its vision for the Internet and intranet as business tools for the large and small companies. The main concept of IBM's e-business strategy is to use the Internet to help businesses market their products and connect with customers and suppliers. Lotus Notes/ Domino is

mentioned as a key to IBM's plan. IBM is relying heavily on Java throughout their product line. No matter what size business, IBM is confident they have the best plan.

The majority of the remainder of the book is a history lesson, if you will. Although I found it very interesting, at times it was a little drab. The sections on memory and disk storage seemed a little over done. I'm sure I'm not the only reader that was not expecting a lesson in basic computer information. The coverage of operating systems was brief; yes, OS/2 was mentioned. Some time was spent discussing the RS/6000, AS/400, and S/390 families of computers. It was rather nostalgic to see a picture of the first computer I had contact with, a System/3.

IBM is spending a lot of time and effort developing strategies for networking of all sizes, coordinating hardware and software requirements and the Internet/ intranet. They don't seem to have forsaken anyone in the client/ server community or the large mainframe arena. The current strategy seems to lean towards the business community and helping them expand and be more efficient through the use of not only their network hardware and software but the Internet. There was

no mention of the individual user, as many of us are in the Phoenix OS/2 Society. Depending on your interpretation, the small office/home office user can make use of the Internet strategies to their benefit.

Normally, I would rate anything I review considering the book or product as well as its benefits to you. This time I won't. Although I feel this book was well written and packed with information, it is not the type of book you would use as an everyday reference. I read all 200+ pages, and it lived up to my expectations as being more of a textbook than anything. The explanation of IBM's strategy toward businesses and the Internet was good. I have bookmarked the "members only" web site to periodically check on new products.

With all the comments about IBM and OS/2 it was challenging to be objective when reading this book. However, I knew that was what I must do: not allow any presumptions to cloud this review. Luckily this book was weighted heavily on product and technology so my job was easier. I must admit I was unaware of the vastness of IBM's product line and can understand their approach to business requirements in this day and age. ☺

Exploring IBM Technology  
and Products  
Edited by Jim Hoskins  
\$54.95



## *the president's corner* **The strongest power**

by Dick Krueger

*Inertia: An object in motion remains in motion, unless acted upon by an outside force.* For most of us, that's also true of PC operating systems.

By the time I began using PCs regularly, in 1986, Microsoft had already locked the PC vendors into DOS. So I used DOS. Ten years ago, in early 1988, most of the PC world was still using DOS. I went to work as a contractor on a project for IBM. IBM declared, "Thou shalt use OS/2." So I used OS/2. And liked it.

In 1991, Microsoft introduced Windows 3.0, saying "Windows is the operating system for the hardware challenged, and OS/2 is the operating system for the PC that has the muscle." So I continued to use OS/2—at the office.

My home PC really wasn't up to the challenge of running OS/2 at the time, but I was growing tired of DOS. So I used Windows at home. And I didn't like it. Oh, it was an improvement over DOS in some ways. As in OS/2, pointing and clicking was often easier than trying to remember the syntax of some lit-

tle-used command. And dragging and dropping is much easier than whatever it was I used to do in DOS—except that the Windows implementation of drag-n-drop was a pale imitation of what I'd already been doing in OS/2 for some time. After OS/2, using Windows was like driving a Yugo with a fuel line problem, when you were used to a sport utility vehicle with a V-8 engine and four-wheel drive.

So when IBM introduced OS/2 2.0 in April of 1992, I beefed up the home PC and made the big leap. I no longer had to suffer through the daily mend-bending of leaving the OS/2 machine at work to deal with the Windows machine at home. Now it was OS/2 to OS/2; a clean transition, and I could still run the Windows applications that I'd accumulated.

Since 1992, I've continued to upgrade both work and home PCs as each new version of OS/2 appears. It's a situation I'm comfortable with; it's easier than making the switch to Windows, and I admit it's

inertia. But there's more to it than that.

In the years since 1992 I've had occasion to use Windows 3.1, Windows 3.11, Windows for Workgroups, Windows 95, and Windows NT. I didn't like any of them. Though, now and then, I've seen a neat bell or whistle that I'd like to see in OS/2.

It's certainly easier to find Windows applications to buy. Most of the neat new games require Windows 95. Increasingly often, a Web site contains material that requires a Windows program or plug-in to view. Or someone sends me an email message that contains a Microsoft Word or Excel document.

*Inertia: An object in motion remains in motion, unless acted upon by an outside force.* The outside forces are acting. At work, mine is the last PC still running OS/2. My home PC is three years old—ancient, by computer standards. If I buy a new one, how difficult is it going to be to get one that runs OS/2? How easy to get one that runs Windows 95? ☹

## *press release*

### **Golden CommPass Version 3.0 now available**

Creative Systems Programming Corporation has released Golden CommPass version 3.0. Golden CommPass is an OS/2 navigation program which automates access to the CompuServe Information Service.

This new version provides support for CompuServe's Host-Micro Interface (HMI), the New Information Systems Architecture (NISA) Forums, and personal addresses (alphanumeric user ids). The Forums notebook has been redesigned for easier use and a customizable, graphical button bar has been added to every window. It is now possible to access up to 200 forums. Native TCP/IP support has been added for users that have a TCP/IP connection to the Internet.

Due to time constraints and other factors, Golden CommPass 3.0 will not include a printed manual. Users interested in a printed manual may contact customer support to express their interest. If there is sufficient demand, a printed manual may be produced at a later time, for an additional charge.

Golden CommPass version 3.0 will only be available via electronic distribution from the Golden CommPass Support Forum (GO GCPSUPPORT) on CompuServe.

The suggested list price for Golden CommPass has been reduced to \$59. Registered users of Golden CommPass version 2.2 may upgrade to version 3.0 at a special price of \$29 until May 1, 1998. Users that participated in the advance purchase program may upgrade for a

special price of \$19 until May 1, 1998. All other users can upgrade to version 3.0 for \$39. After May 1, 1998, the upgrade is \$39 for all users.

Orders must be placed directly with Creative Systems Programming Corporation. Orders should be sent to customer support at 71511.151@CompuServe.com or by calling 609-234-1500. Complete billing information (including Visa or Mastercard number and expiration date) is required to purchase an upgrade. ☹



May meeting

## Did you ever have one of those months?

by Esther Schindler

The Phoenix OS/2 Society's May general meeting will be entertaining, educational, enlightening, engaging, and many other words that begin with the letter "e."

I just don't know what it will be, yet.

Alas, your poor overworked program chair has been falling down on the job. I have several possibilities for the May meeting (not to mention the ones following), but nothing that I know for sure.

I'll post a message on announcements@possi.org as soon as I know. You *are* on that list, right?

Anyway, whatever the meeting topic is, it will be on May 12, 7:00pm at the Mountain Preserve Reception Center. There's the usual Q&A session at 6:30pm and we're sure to reconvene after the meeting at Coyote Springs. See you there! ☺

### General meeting

#### what

▲ Mystery meeting

#### where

▲ Mountain Preserve Reception Center  
1431 E Dunlap  
Phoenix, Arizona

#### when

▲ Tuesday, May 12, 1998  
▲ 6:30pm: Q & A session  
▲ 7:00pm: Regular meeting

press release

## Lotus Ships SmartSuite for OS/2 Warp 4

Lotus Development Corporation has shipped SmartSuite for OS/2 Warp 4. Designed to meet the need for a native OS/2 office suite solution, the release of SmartSuite for OS/2 Warp 4 brings cross-platform productivity to mixed Windows and OS/2 corporate environments. The new version provides OS/2 users with the desktop productivity tools needed to work effectively as an individual and to collaborate with others within organizations or around the world. The suite is highlighted by its advanced personal productivity enhancements and superior integration with the Internet and intranets, enabling users to easily find, publish and share critical business information.

SmartSuite for OS/2 Warp 4 is a complete set of five native 32-bit OS/2 desktop applications that harness the Internet as a powerful business computing platform. Included are the first OS/2 versions of the Approach database and Organizer personal information manager in addition to new OS/2 Warp 4 versions of the 1-2-3 spreadsheet, the Word Pro word processor, and the Freelance Graphics presentation graphics application.

SmartSuite for OS/2 Warp 4 contains hundreds of new features and enhancements designed to boost end-user productivity. Selected enhancements include:

- Native OS/2 platform support: SmartSuite for OS/2 Warp 4 takes advantage of OS/2 functionality, including long file names, OS/2 templates, right mouse button pop-up menus, LotusScript/REXX integration, drag-and-drop, file open and file print, and more.
- Web publishing made easy: Users can publish Freelance presentations and 1-2-3 spreadsheets in HTML format with the suite's enhanced Web publishing capabilities. Word Pro for OS/2 Warp 4's Web Page Publisher enables users to post documents to the Web and create professional home pages fast.
- Automated organization: Lotus Organizer for OS/2 Warp 4 integrates a personal calendar, to-do list, yearly planner, address book, call manager, notepad and anniversary reminder to help users efficiently organize their business and personal information.
- Manage business information: Lotus Approach for OS/2 Warp 4 is a relational database that is not only powerful and versatile, but also easy to use. Approach provides tools to build highly functional databases, allowing teams of individuals to track, manage and analyze important business information.
- Personal productivity enhancements: The Lotus InfoBox, the

interactive interface that shows your changes as you make them, enables users to quickly and easily format text, numbers or objects in any document, spreadsheet or presentation. Lotus Assistants provide step-by-step guidance on mail merges, creating macros, Team Computing and more. Ask The Expert allows users to pose help questions in their own words.

### Pricing and availability

SmartSuite for OS/2 Warp 4 is available now in International English for \$399. Current users of SmartSuite or individual Lotus desktop applications, and users of qualifying competing suites, spreadsheets, word processors, databases, and presentation graphics packages are eligible to upgrade for \$149. The product is also scheduled to ship in additional language versions including Danish, German, French, Dutch, Italian, Spanish, and Brazilian Portuguese within 60 days.

SmartSuite for OS/2 Warp 4 requires a Pentium 90MHz (or higher) with 32MB of RAM, running OS/2 Warp 4 and OS/2 Warp 4 FixPak 5. Complete installation of SmartSuite for OS/2 Warp 4 requires 163MB of hard disk space.

For more information, visit the SmartSuite for OS/2 Warp 4 Web site at [www.lotus.com/smartsuiteos2](http://www.lotus.com/smartsuiteos2). ☺



# history Coming events

This is a list of events scheduled by the Phoenix OS/2 Society and other OS/2 user groups. Unless otherwise noted, active members may attend any scheduled event for free. (Other groups may have different attendance policies. Please check their Web sites for information about meeting schedules and attendance policies.)

## Meeting notes

For the latest updates on the Society's event calendar, check the Web site at <http://www.possi.org>.

For meeting information and other queries, call the Phoenix OS/2 Society's voice mail at 602-949-4341.

If you have suggestions, ideas, or comments on the content of general meetings, contact the Society's Program Chair, Esther Schindler, at the general meetings or send email to [esther@bitranch.com](mailto:esther@bitranch.com).

### May

S	M	T	W	T	F	S
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17	18	19	20	21	22	23
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31						

### June

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### July

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### August

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30	31					

### September

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13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

## May 1998

**5** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**5** HOW (How OS/2 Works) GIG. Meeting is 6:00pm to 8:00pm. Coordinator Lyle Wilson. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**5** Magazine submission deadline for June issue. Articles should be sent to [editor@possi.org](mailto:editor@possi.org). For other arrangements, call 602-585-5852.

**12** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

**23** Board meeting and magazine prep. Meeting is 10:00am to 1:00pm. Eat a brunch, learn about the inner workings of the Society, and help get extended attributes ready to mail. Location: Bill and Esther Schindler's house in north Scottsdale, 9355 E Mark Lane. Call 585-5852 or send email to [esther@bitranch.com](mailto:esther@bitranch.com) for directions. Remember to bring a potluck dish to share, too.

## June 1998

**2** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**2** HOW (How OS/2 Works) GIG. Meeting is 6:00pm to 8:00pm. Coordinator Lyle Wilson. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**5** Magazine submission deadline for July issue. Articles should be sent to [editor@possi.org](mailto:editor@possi.org). For other arrangements, call 602-585-5852.

**9** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

**27** Board meeting and magazine prep.

## July 1998

**5** Magazine submission deadline for August issue. Articles should be sent to [editor@possi.org](mailto:editor@possi.org). For other arrangements, call 602-585-5852.

**7** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**7** HOW (How OS/2 Works) GIG. Meeting is 6:00pm to 8:00pm. Coordinator Lyle Wilson. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**14** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

**25** Board meeting and magazine prep.

## August 1998

**4** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**4** HOW (How OS/2 Works) GIG. Meeting is 6:00pm to 8:00pm. Coordinator Lyle Wilson. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**5** Magazine submission deadline for September issue. Articles should be sent to [editor@possi.org](mailto:editor@possi.org). For other arrangements, call 602-585-5852.

**11** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

**22** Board meeting and magazine prep.

## September 1998

**1** net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**1** HOW (How OS/2 Works) GIG. Meeting is 6:00pm to 8:00pm. Coordinator Lyle Wilson. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

**5** Magazine submission deadline for October issue. Articles should be sent to [editor@possi.org](mailto:editor@possi.org). For other arrangements, call 602-585-5852.

**8** General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

**26** Board meeting and magazine prep.



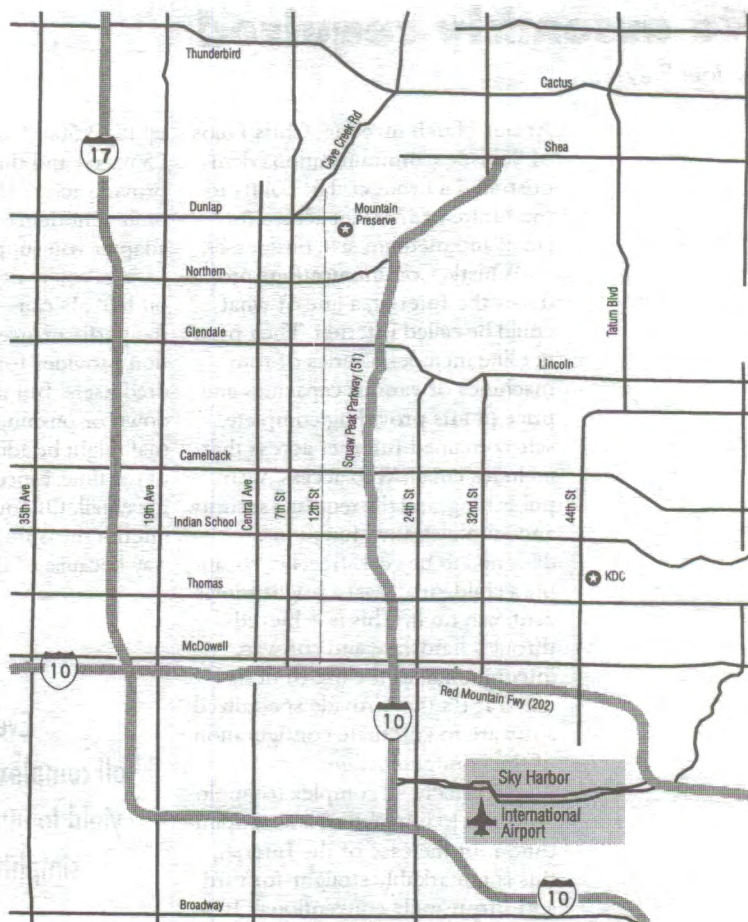
## Meeting locations

General meetings are held at the Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

From the Black Canyon, exit at Dunlap and head east. From the Squaw Peak, exit at Northern. Go west to 12th Street, turn right and go north to Dunlap, turn right, and it's two blocks up on the right.

The "How OS/2 Works General Interest Group" and the Internet SIG (net.sig) meet at Knowledge Development Center, 2999 N 44th St, Suite 400. That's just north of Thomas, in the building with the green dome. Plenty of free parking space is available in the garage behind the building. ☺

If the mailing label on the back cover says "sample," then this may be the only copy of *extended attributes* that you will ever receive. If you want to keep getting the magazine (and receive all the other benefits of membership), you must join! A 12 month membership in the US is only \$30. (See the form for membership pricing in other areas.) Tear out the application form, fill it in, and mail it with the membership fee to the Society's address.



## SIG news

### net.sig

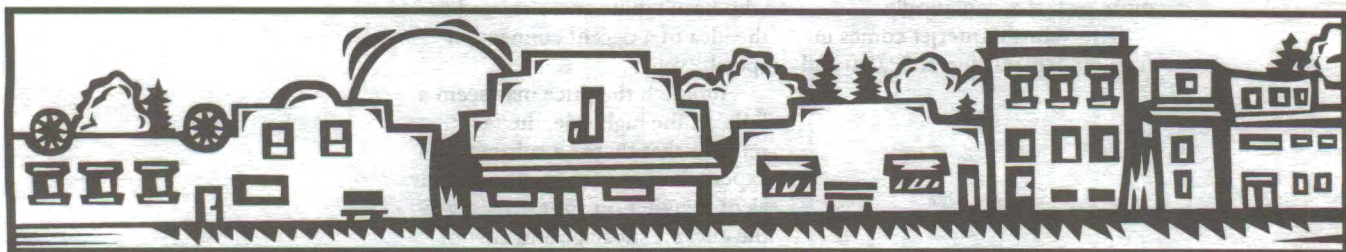
by Mike Briggs [mike@possi.org](mailto:mike@possi.org)

Last meeting was spent checking out my new laptop. I got a ChemBook 7000 ([www.chemusa.com](http://www.chemusa.com)), the huge 15.1 inch screen sold me. I installed Warp 4 on a partition and connected to the Internet. We tried out a Quick Cam with Intercom and everything worked fine. Next meeting we're going to try Intercom and possibly CUSeeMe for OS/2 to see if we can video conference at a low level with other POSSI members.

See you at the next meeting, May 5, 6:00pm at the Knowledge Development Center.

### HOW GIG

The next meeting of the HOW (How OS/2 Works) GIG will be on Tuesday, May 5, 6:00pm at the Knowledge Development Center. Note that the HOW GIG no longer meets on the afternoon of the general meeting. ☺





# No assembly required

by Joel Frey

At our March meeting, Chris Polos of Whistle Communications demonstrated a product that points to the future of Internet access for small and medium size businesses.

Whistle Communications produces the Interjet, a line of what could be called Internet. Their product line includes a series of four machines of various capacities and price points providing complete, self-contained Internet access that includes email, Web access, Web publishing, and the requisite security and administrative functions, designed to be geek-free, i.e., so simple a child, or at least a bright adolescent, can do it. This is achieved through hardware and software integration, and the use of designated ISP's that provide specialized software to automate configuration of the communications.

Eventually, all complex technologies yield to integration and simplification. In the case of the Interjet, this is remarkably straight-forward and surprisingly conventional. It includes a relatively low-powered processor (Intel 486/75, as I recall) and the rest of the attendant components packaged in a case with a small LCD display on the front and the absolute minimum of external connections; a power cord and network and phone jacks. No real breakthroughs here, except for a high degree of integration and ease of use.

Although Whistle does provide a modicum of training, with additional onsite support at reasonable rates, Chris reports that they get very few calls for help and in fact, have an opposite problem; the Interjet is so trouble-free for most users that they neglect to check the built-in administrator's mail account for notification of patches, which, of course are downloaded and applied more or less automatically.

The Whistle Interjet comes in four models starting at \$2,000 and

up to \$3,500. The Interjet 100 (up to 25 users) and the 120 (up to 100) provide access through a 33.6K builtin modem or an ISDN terminal adapter you supply.

Yes, you're right to chuckle a little bit here, because you can imagine the performance a 33.6K connection provides for as many as a hundred users. But if you're not pulling down or pushing out Web pages, that might be adequate at least some of the time, especially if it's primarily for email. Of course, that's just an interim measure for most users anyway because of the rapid drop in

Eventually,  
all complex technologies  
yield to integration and  
simplification

price/performance for various types of Internet access in place or on the horizon, but it does meet the objective of having at least some builtin access for each model.

Once you move up the scale to the Interjet 140, you get a builtin ISDN T/A with about the same capacity as the 120 at about \$3,000. The high-end model is the Interjet 200, still supporting 100 users or fewer, but with frame relay, fractional T1, or full T1 capability. Although the builtin ISDN adapter does not come with this model, it still has that 33.6K modem in it for emergencies. (Or in case you're humoring a tightwad budget type who hasn't quite come around to the idea of a decent connection speed... yet.)

Although the price may seem a little on the high side, the fact remains that there's a substantial expense in putting something equivalent together on your own, given the current shortage and cost of

technical people. Although it's hard to imagine a one-hundred-user LAN without at least some onsite expertise, I suppose it's possible to outsource that type of support for a relatively simple (and extremely stable) environment. Just the everyday "my PC is acting up" problems in a Windows environment, whether the cause is hardware, software, or mysteryware in a shop of that size is enough to keep more than one decent tech hopping all day long. On the other hand, a black-box (ubiquitous PC-beige actually) product of this type should give them one less major headache to deal with if the reliability and usability are as advertised. Another thing to consider on the cost side of the equation, is the potential loss to the user for downtime, especially as businesses become increasingly reliant on email and Internet access as a part of the day-to-day operation. Some twenty-five user shops might easily justify the cost of a swappable spare just on the basis of an outage of a few hours duration.

I like the idea of the Interjet and was impressed with the demo, although Chris had problems initially that were not product-related. I don't know what the competition looks like in the Interjet's market, but it looks to me like it has a good future. As long as nobody's successful in applying this concept to programming (despite marketing claims to the contrary), I'll still have a job. Too bad Chris only handed out whistles, I was kind of hoping for a chance at an Interjet. Check out their Website, [www.whistle.com](http://www.whistle.com).





Letters to the editor should be sent to [editor@possi.org](mailto:editor@possi.org), or mailed to:

Editor, extended attributes  
Phoenix OS/2 Society, Inc  
5515 N 7th St, Ste 5-133  
Phoenix, AZ 85014-2585

We reserve the right to edit all letters for content, readability, and length.

An IBM guy in Austin called me in response to my latest complaint about why IBM no longer promotes OS/2, and specifically why everything on this year's shareholder offers brochure was Windows 95 exclusively.

He was nice enough about it, and conceded that about 85% of the complaints he receives are the same as mine (i.e. IBM's lack of support for OS/2). I asked if any of the big shots at IBM were aware of this. He said they get reports, but they don't see all the actual complaints. I asked if IBM just doesn't care about the small time user anymore and he said that was basically it. He pointed out that people were more likely to use at work what they use at home, but he guessed IBM management didn't care or didn't believe that. I actually felt sorry for the guy, since he sounded like he really likes OS/2 and he uses it every day. It must be tough watching IBM flush it all down the toilet.

What about the shareholder's offer? IBM Direct only lists its most popular offers. Why isn't OS/2 available as a pre-load on Aptivas or Thinkpads? It's just that IBM wants us to move to Windows. He brought up IBM's policy of charging \$190 per incident for OS/2 support, but Windows support is free. "Their focus is solely on network computing" for OS/2. He said IBM will continue to support OS/2, but will no longer develop for the desktop. All development is focused on the server and networking. IBM is only developing native applications for WorkSpace On Demand, but even that doesn't mean much since WSOD won't be OS/2-based-only much longer.

He told me I could send an email to him complaining about how unhappy I am about all this and it would go into my file. I asked if it would make any difference and he said it would get counted and added to my file, but unless they received letters from everyone he doubted it would really change anything.

So that leaves me with a decision. Do I abandon OS/2 as IBM wants,

and move to an inferior operating system just to get along with the rest of the world? Or do I stick with OS/2 and find ways to get around IBM's attempts to drive us away? I'm not sure who I detest more: M\$ for trying to take over the world with crap, or IBM for trying to destroy OS/2 just to make a buck off of Windows.

If you want to help change IBM's OS/2 policy, here are a few places to send your thoughts. Please keep all correspondence on a businesslike level and give details, not opinions, when writing.

If you find IBM's anti-OS/2 policy as offensive as I do, write a letter detailing why this policy is anti-competitive to:

Joel I. Klein  
Assistant Attorney General  
Antitrust Division  
U.S. Department of Justice  
601 D Street, NW  
Washington, DC 20530

To let IBM know that you are not happy with their anti-OS/2 policy, send an email to: [John.Stenson@ssadm281.us.ibm.com](mailto:John.Stenson@ssadm281.us.ibm.com), Network Computing Software.

Finally, to let Lou Gerstner's office know how you feel, point your favorite web browser to [www.ibm.com/cgi-bin/email-lvg.pl](http://www.ibm.com/cgi-bin/email-lvg.pl)

Mark Dodel

## WarpTV

The only way to be fair to those who purchased Hauppauge WinCast/TV cards as well as future customers, and to generate the capital needed to support OS/2, is to sell a driver. (Yeah, I know... I wish there were another way.) Hauppauge will not "make money" on this deal. My managers are very supportive of me and my commitment to OS/2. I did not need to present a business case showing how Hauppauge will profit from this endeavor, but I need to show that it will not cost us anything.

Here's what I propose. Hauppauge Computer Works will produce a WinCast/TV for OS/2 driver CD-ROM. The CD will con-

tain the device driver, the latest Warp fix pack (for GRADD support), IBM's WarpTV application for TV viewing, as well as whatever shareware multimedia applications I can get my hands on. CUSeeMe/2 is an obvious candidate; I've already contacted the author. This CD will sell for \$30 and will be available directly from Hauppauge.

The drivers will take about twelve weeks to complete, once we start. IBM is willing to update WarpTV to take advantage of the new drivers. They will also allow us to spend time in Austin testing the driver's compatibility with all GRADD VGA drivers. I want these drivers to be top quality. I want everything necessary to use them to be on one CD. Most of all, I want the OS/2 community to have TV and video on the desktop.

First we need to know how many of you are still interested in drivers for WinCast/TV. To indicate your interest, you should join the WarpTV mailing list. (I will use this list to count "potential" customers, as well as to issue status reports and news.) To join the list and show your support, please send an email to: [warptv-request@hethmon.com](mailto:warptv-request@hethmon.com). In the body of the message put the command: subscribe. It doesn't matter what you put as a subject.

If you have questions, send email to me at: [warptv@erols.com](mailto:warptv@erols.com)

John Rodriguez  
Hauppauge Computer Works

[Editor's Note: Here's the beta application referenced in Rodriguez' letter.]

StWTV Beta 0.08 is a TV application for the Hauppauge WinTV/PCI. It uses the driver package WCAST from Abbotsbury, at [www.wdi.co.uk/OS2TV/download.htm](http://www.wdi.co.uk/OS2TV/download.htm). Among the features of StWTV: user defined station buttons, float on top, capture a single frame into the clipboard, record and playback a movie, and a pause button. For more information, see <http://home.t-online.de/home/stefan.milcke/homepage.htm>





We've all heard of Multimedia. It is what you need to listen to audio CD's via your computer's CD-ROM, or to play MPEG video clips or AVI animation clips. You can install the Multimedia support when you install OS/2 Warp 4, or go back and do it after the initial install using Selective Install.

### Setting up

If you installed OS/2 Warp 4 using the Easy Install option, the Base Multimedia support and Software Motion Video was automatically installed. These items will also be installed if you select Multimedia Software Support from the Advanced installation option. But there's more. Select the More button in the OS/2 setup Installation window. Make sure everything is selected. After installation what should you see?

Open the Programs folder. Amongst everything there you will see the Multimedia folder. Go ahead and open it. There's several program objects there: Compact Disc, Digital Audio, Digital Video, Image, and MIDI. Also in the Multimedia folder are folders containing samples: Bitmaps, Images, Movies, and Sound Bites. There are two other objects here: Sound and Volume. Let's start with them.

The Sound object enables you to set properties for system sounds. You can the default sounds for such things as opening and closing windows, dragging and dropping, and so forth; You can also change them if you want.

The Volume object lets you adjust the volume level for the speakers. Some speakers have a volume control themselves, so be careful of your eardrums.

The Bitmaps and Images folders contain some samples of still images. The Movies folder contains video clips. The Sound Bites folder contains various formats of sound bites. It is fun to test out some of these things, especially the sound bites. Double click on one of the sound files in the Sound Bites folder

to play it. You can double click again to make it stop.

### Music to my ears

Did you know you can play a music CD on your computer with OS/2 Warp? Naturally, you need to have a CD-ROM drive and a sound card to do this.

Open the Compact Disc object in the Multimedia folder. You will see a window that looks very much like the front of a CD player. With the CD inserted, you can do the normal things you would want to do: play, pause, stop, skip forward, skip backward, and select a particular track that may be a favorite. You will see a pull down menu titled View. Here you will find some additional options such as Random Play. I don't often use my computer as a CD player but if I'm doing something lengthy, it sure beats singing to myself.

The Digital Audio editor gives you the ability to edit existing sound bites, add special effects, or record your own sound files. Since you have your microphone attached to your sound card for VoiceType you are ready to record your own sound bites and save them as Wave files. You could get very creative with the sounds and where you used them.

The MIDI editor lets you change sound files that are in the MIDI format (.MID). MIDI stands for Music Industry Digital Interface. A MIDI file can have several instruments depending on the file. When you double click on the icons in the window associated with a MIDI file you can change the way the instrument plays. You can change the tempo of the file by selecting the metronome.

Images can be in a variety of formats. Using Warp you can view images in the following formats: .BMP, .GIF, .JPG, .TIF, .DIB, .PCX, .TGA, .VID, and Kodak Photo-CD Image. Not a bad selection to work with.

You might download some pictures from the Internet or use a scanner to create your own. With a digital camera you can save the images in one of those formats and

send them to a friend or relative who can view them using the Image viewer.

Through the Image viewer you can change an image from color to black and white (and back), change its size, or use the image to create an icon. You can really get creative with that feature. You can even change the format of the image to suit your needs for a particular application or just to save space.

As discussed in earlier Building Blocks columns, you already know how to use any bitmap file as the desktop or folder background. If you have the Multimedia OpenDoc Support installed, you can use an image in any of the supported formats as the background. That could be fun to experiment with.

The Digital Video object in the Multimedia folder lets you edit a capture video as long as you have the appropriate hardware. The Digital Video Editor window allows you to change the sound and picture. The Movies folder contains a sample video clip in the .AVI format. Go ahead and try to edit the file.

This should give you something new to try in your spare moments. You could get really crazy changing your desktop background and icons to something personal. You can always go back to the original look whenever you want but it is fun to experiment. ☺



# Warpstock '98 host city announced

The Warpstock Steering Committee has chosen Chicago as the host city for Warpstock '98, the international conference for all users of IBM's OS/2 Warp software. The conference is set for the weekend of October 16-18, 1998.

Warpstock '98 will unite OS/2 Warp users who wish to learn more about OS/2 Warp applications, Java, REXX, and networking for this popular PC software. Through a series of seminars, presented by leading experts, attendees will be able to choose among a variety of topics, both technical and introductory. Tours of Chicago-area businesses using OS/2 Warp will provide additional insight into how the software plays a key role in the marketplace. And Chicago's entertainment attractions and easy access via air, rail, and highway should make Warpstock '98 a memorable destination for all guests.

Register early for maximum benefits and discounts.

To cater to the needs of both home and business users of OS/2 Warp, Warpstock '98 will hold the line on prices for exhibitors and attendees. Prices will be set at 1997 levels, and early registrants will receive additional discounts and benefits. Early registration begins April 16, 1998, and registrations will be accepted online at [www.warpstock.org](http://www.warpstock.org).

If you plan to register, and would like to be notified by email when Warpstock '98 registration begins, please send your name and preferred email address to [register@warpstock.org](mailto:register@warpstock.org).

## Rigorous bidding process

Host cities were invited to bid for the rights to host Warpstock '98, and three cities submitted complete proposals by the February 28 deadline. The Steering Committee evaluated the proposals and voted in favor of Chicago's bid based on its comprehensiveness, attractiveness, and degree of advance planning.

Paul Hethmon, Chairman of the Steering Committee, noted, "Chi-

cago's team put together an excellent bid showing thorough planning, a great organization, and a program sure to please the OS/2 Warp users. The central location is also bound to be a hit with the attendees."

The Chicago group consists of over twenty volunteers, including Timothy Sipples (Chairman), Illona Cowen (Program Chair), and Bill McLaughlin (Facilities Chair). Volunteers are welcome to join the Warpstock '98 team by sending their name, phone number, and email address to [volunteers@warpstock.org](mailto:volunteers@warpstock.org).



## Travel planning

Hotel and travel planning information is available immediately through the Warpstock '98 Internet Web site at [www.warpstock.org](http://www.warpstock.org). Airfare and hotel discounts will be most generous to those who book as early as possible.

Warpstock '98 has already attracted the enthusiastic participation of exhibitors, speakers, and prospective attendees. Buck Bohac, President of Indelible Blue, one of the premier IBM and OS/2 Warp software dealers in the world, remarks, "Indelible Blue looks forward to exhibiting at Warpstock '98 in Chicago. We enjoyed providing software, books, and other OS/2 Warp-related merchandise to last year's Warpstock attendees, and we were highly successful in reaching that well educated and select audience of customers. It's a 'must do' event."

Prices for exhibitors are also expected to be at 1997 levels. An information kit for exhibitors is available by e-mail at [questions@warpstock.org](mailto:questions@warpstock.org). (Please include your name, company name, email address, telephone number, and mailing address.) Exhibitor space will be provided on a first come, first served basis. Prospective speakers are invited to mail the same information to [questions@warpstock.org](mailto:questions@warpstock.org).

John Franklin, a longtime OS/2 Warp enthusiast working for a major insurance company, adds, "It's great that Warpstock '98 will be held, and it's even better that it's in Chicago. As a Team OS/2er and user of OS/2 Warp at home and at work, I appreciate a show which can help me get the most out of my favorite operating system."

## Web banner available

To help spread the word about Warpstock '98 in Chicago, a Web banner and logo are available immediately on the Internet at [www.warpstock.org](http://www.warpstock.org). We encourage all OS/2 Warp-related Web sites to include this banner in their pages and to provide a link to the Warpstock '98 page. (U)



by Brian R. Grawburg

Smack! Version 1.01  
Perfect Niche Software, Inc  
6962 E 1st Ave, #103  
Scottsdale, AZ 85251  
www.perfectniche.com  
800-947-7155

Brian R. Grawburg (grawburg@bbnp.com) lives in Wilson, NC. He's been an OS/2 user for six years. Brian does computer consulting and writes custom Lotus applications.

When I first read about Smack! in the December 1997 issue of *extended attributes*, I was less than enthusiastic. I had already created very effective templates in DeScribe for Avery diskette labels and for CD labels. I wondered why I (or anyone) should pay \$70 for something that will do what DeScribe already does. Yet, when I saw the post to the user group list-serv, soliciting a reviewer and offering a free review copy of Smack!, I decided to respond; I figured it would be a good way to acquire the program, which I could not justify purchasing. Here's what I found.

## Checking the functionality

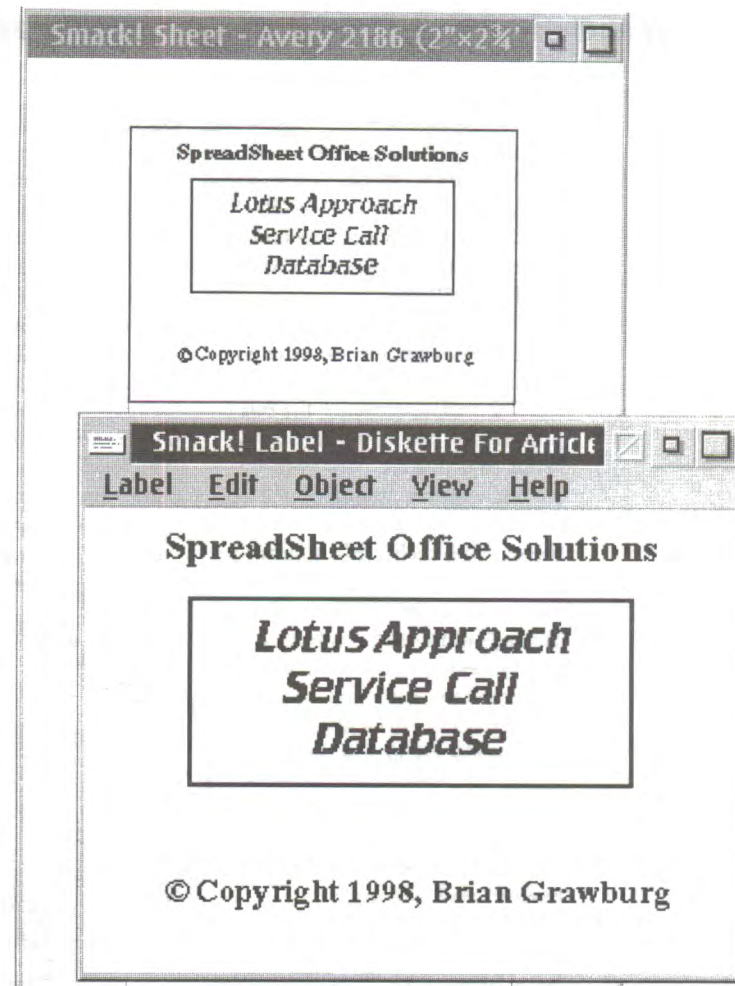
My first project was to duplicate what I had already done in DeScribe. I wanted to compare the time required to complete the labels and the resulting output.

The first time you start the program, it defaults to a label you pick during setup. Thereafter, when Smack! begins, it displays the last label form you worked on. To work on a different label, click on Label, New, and you're presented with a series of label categories to choose from.

On one side of the screen is a single window, Smack! Label, that you'll work in. On the other side of the screen is the full sheet of labels. As you work in the Label window, you see the results automatically in the first label on the sheet.

To begin, I picked the mini-sheet of diskette labels, Avery 2186. The figure shows the label I created.

I chose the font style by selecting Object, Default text. Here I learned something about the fonts on my system. Only four fonts had the arrow to the right indicating that there are additional menu items. These were the only fonts from which I could choose bold or italic. There was no way to get an italic Dixon, for example. If I repeatedly used an italic or bold font, I would have to be sure that it was available when I installed the font. After selecting the font I went back and



picked the size from the list of integer point sizes.

When you are ready to actually place text, select Object, Create Text. The mouse pointer becomes a large T. Position the "T" where you want to start entering text, and begin typing. Once entered it can be selected and repositioned with the mouse or by choosing Align and a position from the menu (i.e. centered, top, left). Repositioning is almost always required, because there aren't "lines" that text begins on. On my first few attempts, the text was partially hidden by the upper portion of the window.

Creating the box in the center was the most time consuming part. There is no option for just making a framed box. Instead, I had to create a filled rectangle and then place another rectangle in the center of the first one and make it a light color (I chose yellow). Then, when I had the second rectangle positioned cor-

rectly, I changed the yellow to white. I was able to get a "frame" of 1 point by making the larger frame 2 points wider and higher than the inner rectangle using the Size option. Though once you know how to do this it will take less time, I'd still like to see an option for an unfilled rectangle, circle, and so on.

Adding the copyright symbol before my name using Alt+184 was confusing. When I entered the Alt+184, the label window suddenly got smaller. I had enlarged it slightly when I first started, and it now returned to the startup size—and the "©" wasn't there. If I entered Alt+184 a second time, the window stayed the same size and the "©" showed up. It's no big deal, but I spent several unnecessary minutes resizing and reentering before I figured out what happened.

Now that the label was finished I was ready to copy it to the other three labels on the sheet window.



According to the manual here's what I'm supposed to do: "...on the label view [emphasis theirs], press and hold the right mouse button on the label, and drag it to the label at the bottom...." I tried that a half dozen times and nothing happened, in fact you can't grab the label view. Finally, I tried grabbing the label in the sheet view. That worked fine. Later, when I made a sheet of business cards this "create-one drag-to-many" was a real time saver.

Before I printed my labels using an actual label sheet (they are expensive) I printed a test sheet. Thank heavens I did so! I use a Panasonic KX-P4410 that feeds undersized paper like envelopes and the mini-sheets down the center. The printed output from Smack! placed everything to the far left so only a small portion of the right side of my label would have printed on an actual mini-sheet. Obviously, it was time to try out technical support.

hadn't considered, and the company says that a fix will be forthcoming. The temporary fix they offered would certainly work, but I don't have the time to do it so I'll continue using my DeScribe layouts.

I also made some CD labels and return address labels. I found it significantly easier to accomplish in Smack! than in DeScribe. For the CD label, you place a marker in the center of the label where the hole is. (I'd like future editions of Smack! to include one.) From the template that comes with the labels. I measured the center "hole" as 1 5/8" in diameter. I selected ellipse from the object group and created a basic circle about the size I wanted. I then resized it to "1.625 in" by "1.625 in" (be sure to keep the space between the last digit and "in"), and used Position to place it right in the center. Finally, I changed the color to white smoke; no sense wasting laser powder. Next, I placed my text just as I had on the diskette label. I was

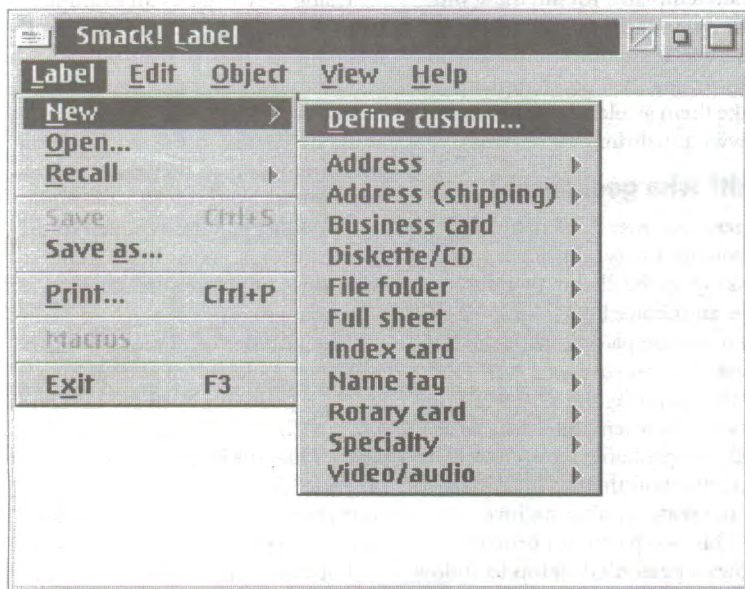
related to the use of older laser jets, such as my Panasonic KX-P4410.

Finally I tried some business cards. It took me about ten minutes to create the sheet, only to find out that the Southworth Laser Business Cards I use are not the same as the Avery Business Cards. I tried to create a custom label and couldn't seem to get it to work. Yet another email to tech support. Their response was quick and the solution worked fine. This problem pointed out a little confusion in the way custom labels are created and the need to better explain how to use them in the manual. With their answer in hand, I went back and recreated the business cards; the total time was fifteen minutes.

## The bottom line

What's the bottom line? Would I recommend the program?

The answer is a clear Yes, if you haven't already created layouts in your word processing program. If your printer requires that small sheets be fed down the center (as opposed to flush left), wait until the next upgrade that will have the fix. Smack! is a program you buy if you have a real need for what it does. You either need to create labels and business cards, or you don't! ☺



## Technical support

There was a delay in getting response from tech support, due to my own mistakes. But once I spoke with someone at PerfectNiche, I had an answer to this problem (and two others) within a day and a half. The problem above did point out something the author of the program

finished with the project in about ten minutes.

Return address labels were easy to create, but I had a problem printing them. The right column was shifted right about 3/16", so part of the address didn't print. I discussed this with technical support, and a fix is being developed. It appears that the printing problems may be



# A peek at WorkSpace On Demand, under the hood

by Rick Widmer

Rick Widmer ([rwidmer@northrim.net](mailto:rwidmer@northrim.net)) drove to the last POSSI general meeting from his home in Idaho, where he works for North Rim Communications.

The day after the March general meeting, Esther Schindler took me along to a meeting with IBM's Randall George. He gave us a technical demonstration of WorkSpace On Demand, which she was covering for her "day job," and Esther invited me to listen in. I thought I'd take the opportunity to tell you about what I saw under the covers of WorkSpace On Demand (WSOD). What I learned was from the demo, though; I didn't get any personal hands-on experience.

## Of clients and servers

WSOD has two types of machines: client and server. Most of the action is on the server, which is a fully functional Warp Server machine. WSOD is just an add on that lets you boot Net PC clients over a network. You still have all Warp Server functionality.

Everything a client machine needs is stored on the server, which needs a *big* hard drive, lots of RAM a fast network card. With enough RAM in the server and a little luck, your clients may boot faster from WSOD than they can from a local hard drive.

A client doesn't need much more than a fast CPU, good video, and lots of RAM. Everything else is done on the server. You can have a floppy drive on your clients, but the system is more secure and boots faster if you don't.

If the client has a hard drive, it is only used for a swap file. The swap file can coexist with other operating systems, even Windows 95, but a special device driver prevents anyone from accessing the hard drive in any other way. (You can remove the driver to make local drives accessible you wish.)

The client desktop is severely restricted. You cannot add, delete or move icons. I can live with that; after all WSOD is designed to reduce the anarchy of PCs in big companies. It is much harder to live without drag and drop between programs. I hope both of these limits become options in the future.

## Getting started

When you first turn on a client machine, it asks the WSOD server to send it an operating system and basic configuration. This works just like the existing Warp Server RPL (Remote Program Load) facility, but WSOD provides its own version.

When you first turn it on, the only thing the client knows about is the network card's serial number. This number, called a *MAC address*, is different for every network card; the server uses it as a key to identify the client.

When you create a new client machine, you specify which device drivers to load, and what program to run first. That program usually asks for a user name and password, but you can choose what happens, on a machine by machine basis.

If you have many similar machines you should create templates for each type of machine. I don't think IBM has any plans to create templates for anything but their own machines, so we are on our own. If anyone wants to send me working machine templates, I'll make them available on the Internet at [www.northrim.net/os2stuff](http://www.northrim.net/os2stuff).

## Halt! Who goes there?

When you enter your name and password, the server sends your desktop to the client. You don't have any choice how it looks or how the icons are placed; all of that is decided when your user was set up on the server by the system administrator. User templates can be created, but probably are so unique to each situation there is no reason to try to create a public archive.

This two part boot process allows a person's desktop to follow them to different machines, but only if they are running the same screen resolution. If you set the size of a window on a large (1024x760) screen, then move to a small (640x480) screen, your window is still sized for the larger screen. You may need to know how to move windows from the keyboard (Alt-F7), or use the Tile option from the

Window list to resize the application window.

## How does it do that?

Much of WSOD's magic is accomplished by redirecting files. When a program asks for a file, the system looks through the redirection table and determines the correct file.

Your Netscape icon could run `c:\netscape\netscape.exe` and mine runs `e:\utils\netscape\netscape.exe`. Redirection allows us to share one copy of Netscape on the server.

There are three different kinds of file mappings: for the machine, the user who is logged in, and the program being run. LAN Server permissions determine which files can be written to, and which can only be read. Usually, read-only files are program executable files or DLLs, but you can make any file read-only. For example, the company phone directory could be read-only for all but one person.

Using Netscape as an example, you would setup Netscape.exe and related DLL files as read-only, related to the program. The cache of recent Web pages and graphics could be related to the machine you are running, on so they don't follow you around. And the INI file and bookmarks could be assigned to the current user, so you always get the same ones no matter the machine to which you log in.

The number of choices you can and must make when setting up a server is probably both the best and worst technical features of the program. I like the idea that you can set up your systems up any way you want, but to do it correctly, you have to be an expert in how OS/2 works.

I am very impressed with what WSOD can do, but I don't think I can use it yet. The ability to give individual people their own private "computer" no matter which machine they log into would be *great*, but I need to be able to run a number of Windows 95 applications on the network at North Rim Communications.



Help may be coming. According to PC Week, WSOD will expand its capabilities beyond OS/2 by adding support for DOS, Windows 3.1 and Windows 95 clients. No dates were given. I hope to see it soon, but I won't make any plans till I see how it works. ☺

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# New and improved

compiled by Esther Schindler

If you're looking for OS/2 utilities and Internet tools, this is the month you've been waiting for. From screen savers to duplicate file finders to multimedia utilities... you'll find 'em all here.

If you see something that sounds interesting, why not consider writing a review of the application? Contact [reviews@possi.org](mailto:reviews@possi.org) if you're interested in taking a look at one of these new or upgraded packages.

## BocaSoft Wipeout

BocaSoft went belly-up. But the developers and former owners of the Wipeout screen saver have placed the program and, soon, the source code itself into the public domain. You can download the program from Hobbes; the source code may be available by the time you read this. You'll find it at <http://hobbes.nmsu.edu/pub/os2/apps/scrnsave/wipeoutss.zip>

Keep in mind that, to install Wipeout, you must label the installation disks as "WIPEOUT20 1" and "WIPEOUT20 2". Also, you may need to download an update to make the software run on OS/2 Warp 4, at <http://hobbes.nmsu.edu/pub/os2/apps/scrnsave/w02052.zip>.

## fax 'n copy

Fax 'n copy turns your scanner, printer, and fax modem into a simple fax or copy machine. It uses the interfaces provided by Impos/2 and FaxWorks Pro, so check the software requirements as well as hardware requirements. These include:

- OS/2 Warp 3 (or higher)
- Impos/2 2.0 (and higher)
- FaxWorks Pro 3.0 (and higher) or PMfax 3.0 (and higher) for complete fax functionality
- Scanner supported by Impos/2
- Supported printer
- Fax modem supported by FaxWorks Pro or PMfax (for fax functionality)

The software is easy to use, and is very flexible through user defined

settings. German and English language versions are available.

Registration: \$25, at BMT Micro.

## WebNav 2.0

WebNav 2.0 is a compact, easy to use Internet Web browser and HTML document viewer.

Features include online and offline browsing, news and mail support, easy to use tree-based quicklist, and internal/external downloads. You can select a new link while a document is loading.

How does this compare to Web Explorer and Netscape Navigator?

WebNav is not built to be an all-in-one Internet application. Web Explorer and Navigator both try to incorporate as much as possible, but most users prefer separate mail and news clients. Therefore, WebNav is built to be a quick and compact browser; it's only about 150KB. WebNav allows you to use your favorite external program for mail, news, frames, and Java.

WebNav is similar to Web Explorer; they use the same API and share many features. Web Explorer has not changed for a long time, and IBM has publicly stated that it will not be enhanced. You could think of WebNav as the next version of Web Explorer.

WebNav 2.0 supports:

- Internal and external (plugin) <ftp://download/mirror/frames/Java>.
- Integrated Mail, News, and HTML to text conversion.
- Select a new link while another is loading.
- Built for speed and compactness.
- Easy to use tree-based quicklist.
- A presentation mode that allows you to browse fullscreen.

WebNav is also available as a DLL that can be called from other programs.

Internet Adventurer ([www.ine-tadv.net](http://www.ine-tadv.net)) is a popular Internet suite for OS/2 ships with a somewhat limited browser. You can replace the built-in browser in IA with WebNav DLL. (WebNavDLL is still in beta.)

WebNav 2.0 ships in trial and registered editions. The Registered

Edition is \$25. The Trial Edition is a free; you can evaluate it for 30 days.

WebNav can be purchased through BMT Micro. Or contact JMA Software Technologies, [mail@jmast.se](mailto:mail@jmast.se), [www.jmast.se](http://www.jmast.se).

## Electronic Teller: update

Electronic Teller is a home finance application. It features a rich set of functions and utilities, which include:

- An attractive user-interface to handle various sets of accounts.
- Multiple-user support to shield accounts from one another.
- A calculator that can be used to paste calculations directly into entry fields requiring amounts.
- A reminder utility that can be used for upcoming fiscal and/or social events with limited or indefinite repetition options.
- A configurable check printer that supports user-defined designs and multiple cheque-per-page printing.
- A wide assortment of reports, from budget to transaction reports, with a variety of sub-talling options.
- Budget tracking and graphs.
- Transaction fee or service charge tracking.
- A converter to import and export QIF files.
- International currency support, including conversion to/from a domestic currency.

Registration: \$40. Available at BMT Micro.

## DH\_ClipSave/2

DH\_ClipSave/2 is an OS/2 PM utility that saves text from the OS/2 clipboard, directly to a file, without asking you for a file name.

Why? If you need to grab information and save it to a file—such as from a newsgroup or email message—it's easy to lose track of the data you stuck in the clipboard.

DH\_ClipSave/2 provides a quick solution to that problem. After you create one or more DH\_ClipSave/2 program objects on your OS/2 desktop, a double click on the DH\_ClipSave/2 object



appends the text from the OS/2 clipboard to a file. You might want to have a DH\_ClipSave/2 object for CommProblems, SoundProbs, NeatTips, SpeedTuning or whatever—use your imagination.

Each time DH\_ClipSave/2 is executed, a time stamp precedes the text copied from the OS/2 clipboard.

The shareware demo version of DH\_ClipSave/2 has two features disabled: it does not insert a time stamp in the destination file, and you cannot specify a destination file name.

Registration: \$10. Available at BMT Micro.

### E-Racer/2

E-Racer/2 is a very fast duplicate file finder for OS/2. E-Racer/2 can be driven from the command line as well as a menu. It offers a safe way to prevent deletion of read-only or non-backed up files. The smart viewer previews multimedia and other file types prior to deletion, and finds renamed files and long file names on HPFS, FAT, or NTFS (peer) formatted drives. E-Racer/2 has been tested on systems with more than 30,000 dupes and is a 32 bit native OS/2 application.

Registration: \$35, at BMT Micro.

### Ceres Sound Studio

Ceres Software ([www.ceressoft.com](http://www.ceressoft.com)) has released Ceres Sound Studio v2.0 for OS/2 Warp.

The price is only \$69. This is a bargain for a professional audio recording and editing package comparable with Sound Forge 4.0 in the Windows world. Ceres Sound Studio is available for OS/2, Windows 3.x, Windows 95/98/NT, and Linux.

If you use your sound card once in a while to do some recording or .wav editing, you will find everything you need on this single package. If you're an audio professional doing multitrack recording, it's worth the time to check out Ceres Sound Studio for OS/2.

It is an All-In-One Multi-Track Recorder, mixer, and Effect-Module.

- two tracks: up to 44.1 kHz variable sampling rate
- Mono and Stereo
- Supports all OS/2 compatible sound cards
- WAV file format
- Unlimited file size
- Simultaneous recording and playback.
- MIDI accompaniment during recording
- Synchronous Audio-CD-playback during recording
- Integrated Mixer
- Simultaneous use of several sound cards.

Effect module includes amplifier, maximize, fade in and fade out, Silence, dynamics compression/expansion, zero-line correction, echo/hall, change envelope, invert, reverse, tremolo, crossfade. It has five distorters (valve-, inverted valve-, sine- and diode-distorter, quantize), velocity raise/lower, and stretch.

You can download a 30 day full working copy from [www.ceres-soft.com/download.html](http://www.ceres-soft.com/download.html)

### DYNDNS/2 4.0

DYNDNS/2 is OS/2's first GUI-based DynDns client.

DynDns services provide DNS—Domain Name Service—for Dynamic IPs (Internet addresses which change frequently, such as whenever a person with a dialup Internet account dials in).

You can download DYNDNS/2 from Sektor Technologies at <http://sektortech.dyndns.com/dyndns4x.html#dyndns4x>

### Two more Web utilities

The DragURL Base and ImageMAP Editor Web site at [www.ultihouse.com/Downloads](http://www.ultihouse.com/Downloads) has been updated; it now contains new versions (v1.01) of both Webtools for OS/2.

ImageMAP helps you create client-side imagemaps. Create a BMP file of your JPG or GIF, and have a client-side map created for you with

all references. It has some bugs removed, is faster, and has a context sensitive operation menu.

DragURL'Base allows you to order all of your URL's in a nice tree. It allows for drag and drop of fonts, colors and URLs to Netscape/2. It has context sensitive menus, allows drag and drop inside the tree (partially), and now has primitive seek capability.

A \$10 contribution is requested for registration but is not mandatory.

### SecureCom 1.0

SecureCom is a small and fast personal communication tool. It is designed to hook two people up directly (without using IRC channels, servers, IP servers, etc.) for a one-on-one personal text mode chat.

SecureCom utilizes two "Hailing features" to accomplish this. One Hailing feature uses a built in seamless email facility to send your current IP address to another SecureCom user in a specially coded email letter. The other user (who is checked into the net and has SecureCom running in Monitor ON mode) will receive the message and prompt him to connect or not connect.

The other Hailing feature utilizes the use of an internal TCP/IP server that listens on a preassigned port for direct connection requests. One SecureCom user can Hail another user via the Internet and/or a LAN directly by just knowing their IP address. It sends the Hail (connection request) directly to the IP address and is handled by SecureCom's internal server that prompts the user to accept or decline the connection.

Either of these Hailing methods can be used independently of one another.

One button Hailing makes it a simple and painless way to connect on the Internet or the local network. No other servers, email or support software are needed.

OS/2 version requires Warp 3.x or Warp 4.x with TCP/IP installed



(or the Warp 3.0 IAK, TCP/IP lite) and an Internet connection with a mail account.

The Windows 95/NT version requires Windows 95 or Windows NT with TCP/IP installed and an Internet connection with a mail account.

SecureCom version 1.0 for OS/2 and Windows 95/NT is available for immediate download from several locations, including Hobbes, the OS/2 BBS, and [www.coax.net/people/grobin](http://www.coax.net/people/grobin).

This application was written by Gary L. Robinson Author of ZipZap, Stats, NetChat for OS/2 and Windows 95, Desktop Wizard, Little Digital talking Clock, Mail-

Run, PadHD, CmdHere, Prompt, and other OS/2 programs.

No other servers, email, or support software are needed.

Registration: \$15, \$25 for two licenses. Available at BMT Micro.

### Mixomat

Mixomat is a mixer for Soundblaster 16/32 and 64 cards. It is optimized for OS/2 Warp 4 but also works with OS/2 Warp 3. MMPM is not necessary. More info is available at [www.datacomm.ch/~cbratschi](http://www.datacomm.ch/~cbratschi).

Registration: \$15, at BMT Micro.

### Ortelius 1.11

Version 1.11 of Ortelius, a shareware cartography application for

OS/2, is available via [ftp.leo.org](http://ftp.leo.org). It provides easy desktop mapping with your own geometric and topic data. Maps can be exported in AI format.

The files can be found as: ORTL111d.ZIP (German version) and ORTL111e.ZIP (English version), in [ftp://ftp.leo.org/pub/comp/os/os2/leo/apps](http://ftp.leo.org/pub/comp/os/os2/leo/apps).

Version 1.11 includes some minor fixes to export DLLs, moving of layers, and the choice between German and English interface. ☺

## Shareware "top ten"

from Pete Norloff, OS/2 BBS

Here's the top ten downloads from the last 90 days on the OS/2 Shareware BBS.

### OS2FAT32.ZIP, 150K, 2-15-98

Beta 0.41 of Henk Kelder's FAT32 IFS (Installable File System) for OS/2. FAT32 is Microsoft's new file-system for Windows 95 OSR 2.x and above. Having this IFS installed allows OS/2 to deal with FAT32 partitions.

### BTOS2907.ZIP, 300K, 2-16-98

BOOTOS2 is a utility that allows you to build a BOOTable OS/2 V2, V3, or V4 system using an existing OS/2 V2 or V3 system. The BOOT system can be installed on either floppy disks or a hard disk partition. V9.07.

### DOSBOX.EXE, 135K, 3-13-98

Latest TCPIP fixes for DOS Sessions with Warp. Type DOSBOX /? at the command line to get instructions on how to apply these fixes. This file is recommended for use with RealPlayer 5.0, for example.

### OMNI546.EXE, 347K, 3-02-98

OMNI printer driver. OS/2 Warp 3.x / 4.x OMNI Printerdriver v30.546 for HP, Epson, Canon and some others. Includes Deskjet drivers.

### ALLFILED.ZIP, 872K, 4-10-98

Full list of all files on the OS/2 Shareware BBS—sorted by arrival date. Updated nightly, free download.

### TAME334.ZIP, 105K, 3-25-98

TAME v3.34. Speeds multitasking of DOS applications in Windows, OS/2, Windows 95, Windows NT, DESQview, Double DOS and many more.

### SIMPFIX2.ZIP, 189K, 2-20-98

Front-end to install Fixpack very FAST.

### SYSB093B.ZIP, 419K, 1-21-98

A benchmarking program for OS/2. S2kb004.zip has been replaced and isn't in the file collection any more.

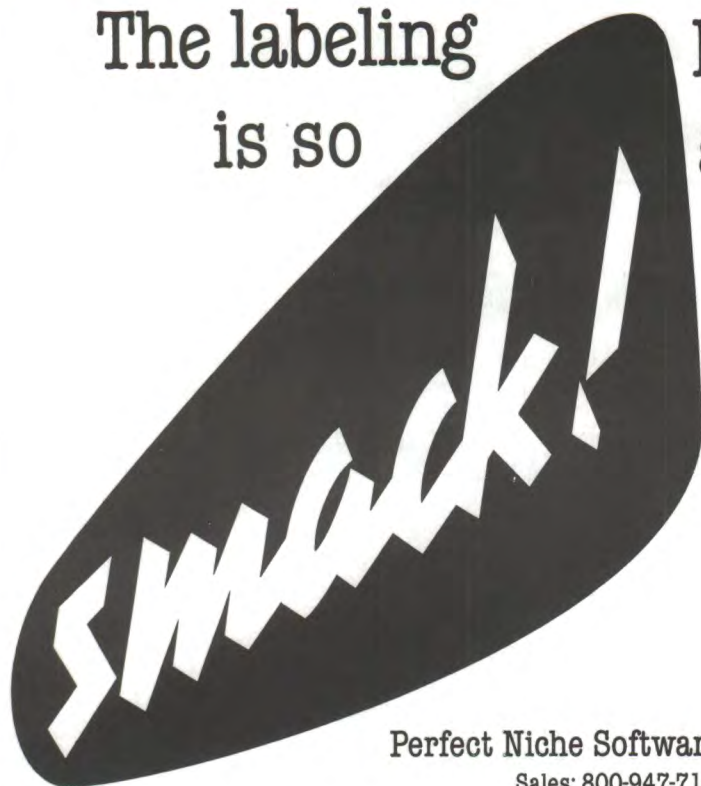
### XR\_M006.6DK, 1438K, 3-03-98

Warp 4 FixPak 6 Diskette 6 ☺



The labeling  
is so

program for OS/2  
good...



Let's just say it comes with an  
absolutely unconditional 90 day  
money back guarantee.

Perfect Niche Software, Inc. 6962 E. 1st Ave. #103, Scottsdale, AZ 85251  
Sales: 800-947-7155 Fax: 602-949-1707 Email: sales@perfectniche.com

## THE OS/2 SUPERSITE

<http://www.os2ss.com>

- Over 2 gigabytes of OS/2 shareware and freeware
- Mailing lists such as OS2USER and WarpCast
- Home of several popular OS/2 web sites such as OS/2 e-Zine!, EDM/2, OS/2 Connect, Loren Bandiera's OS/2 News and Rumors Page, and Timur Tabi's New OS/2 User page.
- The OS/2 Discussion Forum
- Online shareware registration and commercial software purchasing

### Join the Supersite Members Club

Club members get special deals on commercial software and \$2.50 off every shareware application they register through BMT Micro. Members also get FTP access to the Supersite archive and space for their personal web page. See <http://www.os2ss.com/club/> for details.





## The Phoenix OS/2 Society, Inc

The Phoenix OS/2 Society is a computer user group dedicated to OS/2. We have been publishing our award-winning magazine, *extended attributes* since August of 1994, and we have members all over the world.

Yes, this is a user group publication, and that sometimes shows; however, that's also an advantage, since you get real-world feedback about OS/2 and OS/2 products from other users, not just jaded, cynical journalists.

How useful will it be to join the Phoenix OS/2 Society if you aren't in Arizona? We see the Phoenix OS/2 Society as something akin to the National Geographic Society or the Smithsonian; while most members only see a magazine, you're actually a member of a society, and can participate in its activities when you happen to be in the area.

Even without activities that take place in Phoenix, Society membership includes product discounts that alone could make membership worthwhile. Taking advantage of one such discount could easily save you the entire cost of membership, giving you a "free" subscription.

Plus, the Society is prominent in the computing community. We are *already* heard by IBM; they listen to what we say. Several IBM executives get *extended attributes*. They don't get it for the "club news"—they use it to learn what OS/2 users really care about. And they respond to what they read.

You're not just getting a magazine. You're getting a voice.

If you would like to continue to receive the magazine, fill out the membership card in the center

## Invites you to join

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